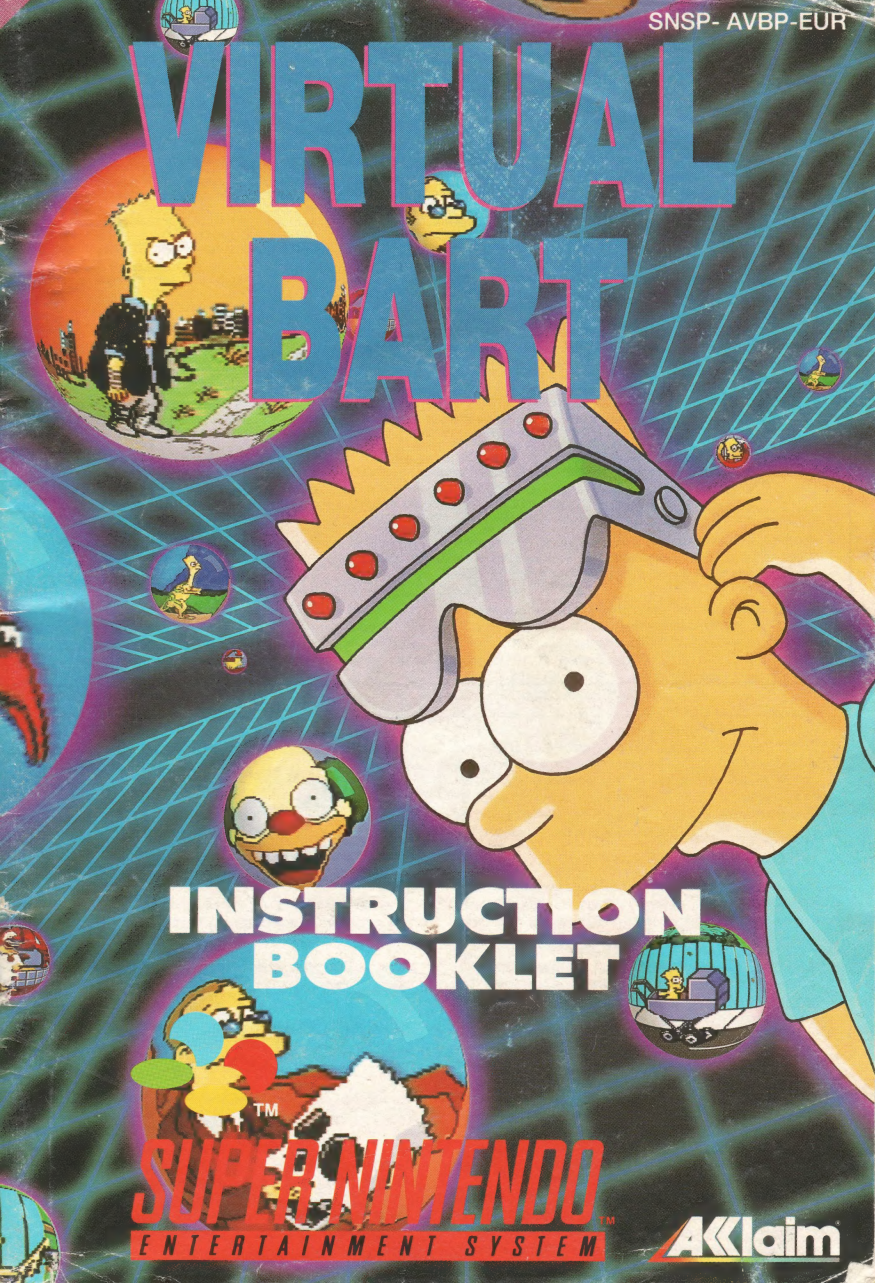
SNSP- AVBP-EUR

VIRTUAL BART



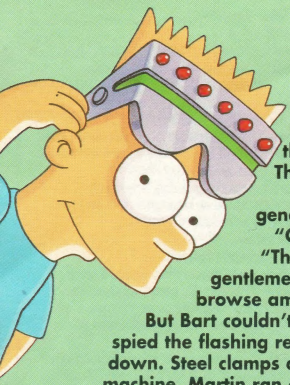
INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Acclaim

VIRTUAL BART



It's Springfield Elementary's annual science fair, where students of all grade levels learn about science through shoebox dioramas and paper maché volcanoes. All the students, that is, except Martin Prince, resident brain of the fourth grade. This year, he's produced a Virtual Reality machine.

"Today, my classmates, I take you to the future. A computer-generated world so real that it's indescernible from the real thing!"

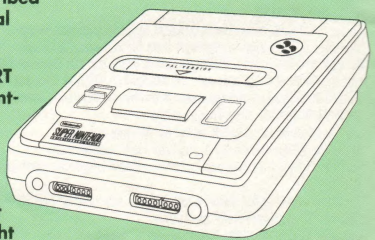
"Cool, man!" said Bart.

"There will be a full demonstration for all the students and some gentlemen from NASA in half an hour," continued Martin. "Until then, browse amongst the work of my classmates."

But Bart couldn't wait. He slipped the cover from the control panel. Then he spied the flashing red button. Martin shouted in warning as Bart's finger pressed down. Steel clamps closed around the witless Bart and yanked him into the machine. Martin ran over and examined the damage. "Sorry, Bart old chum, but you've somehow scrambled the programming," Martin explained, "I can't help you now. The only way out of this machine is through the Virtual Reality programs — if you can endure it! Ladies and gentlemen, it seems our demonstration will begin a little early..."

Before You Enter Virtual Reality

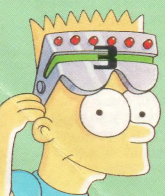
1. Make sure your Super Nintendo Entertainment System® is OFF.
2. Insert the VIRTUAL BART cartridge as described in your Super Nintendo® Instruction Manual
3. Turn the power switch ON.



When the title screen appears, press the START BUTTON to enter Virtual Reality. You will be presented with two options: START GAME and PRACTICE. Use the CONTROL PAD to highlight your choice, then press the START BUTTON.

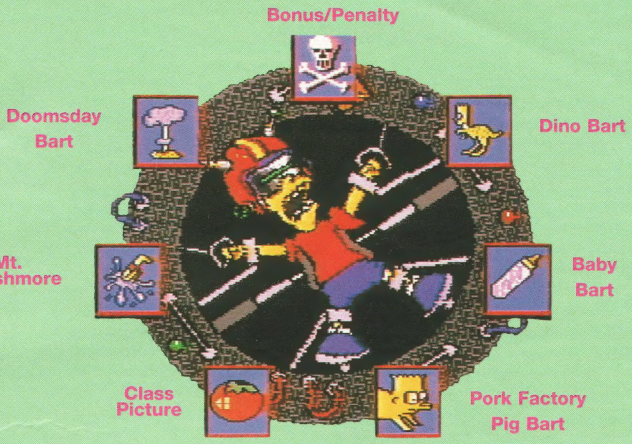
Selecting PRACTICE will allow you to try out each of the different virtual reality programs Bart will experience. Use the CONTROL PAD to highlight your choice, then press the START BUTTON to run the program.

If you select "Start Game," you will see Bart being pulled into the VR machine. When you press any button, the helmet will clamp over Bart's head, the machine will begin spinning and Bart will enter virtual reality. You will then see what Bart sees — the Virtual Wheel surrounded by seven different windows. Six of these windows represent the programs which Martin has written for his demonstration. The final window, originally the exit, now represents a Bonus / Penalty Window. When Bart stops spinning, the computer runs whichever program his helmet is pointing to. To make Bart stop spinning, press any button.



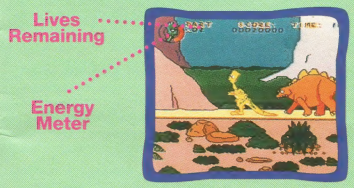
MATT GROENING

THE PROGRAMS ARE AS FOLLOWS:



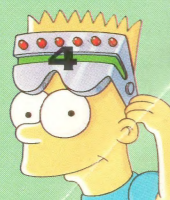
THE VIRTUAL NIGHTMARE

Martin's original six programs were simulations designed to educate, enlighten and entertain. However, Bart's button-pushing has made the operating system unstable, and has turned these harmless educational programs into potentially lethal ones! Virtual Bart has three attempts to complete all six programs before the system "hangs" and the real Bart is trapped forever. The number of attempts remaining is displayed at the upper left of the screen. An extra attempt can be gained on the program screen if Bart stops the VR Wheel on the Bonus Window when it is showing a Virtual Corndog. But aiming for it is risky, because it shares space with the Skull and Crossbones, a vicious computer virus which can make Bart lose a try, potentially shortening his game.



Within each program, Bart has a certain number of "lives" which he can expend before the program crashes and Bart returns to the wheel. For some levels, it is three, for some levels, it is a single life. The number of lives is displayed in the upper left hand corner of the screen in all programs. If Bart completes the program before he runs out of lives, he does not lose a try on the wheel. If Bart uses up all his lives without completing the program, he returns to the Virtual Wheel and loses a try. Most programs have an "Energy Meter" on-screen depicting exactly how much damage Bart can sustain before the program shuts down and Bart loses a life. Within some levels are Virtual Corndogs which can increase the level of Bart's energy meter.

Additionally, within some levels, Bart can occasionally find Bart Disks which gain him another life within the level. They do not gain him another spin on the wheel. Each program involves different skills and different obstacles. The individual programs are detailed more fully in the following section.

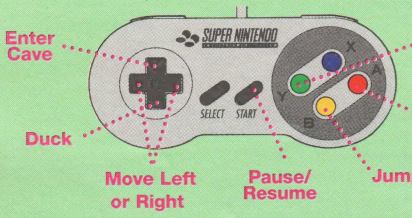


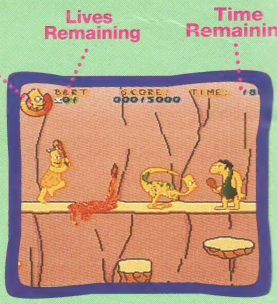
MATT GROENING

THE PROGRAMS: DINO BART

Martin's original program "A Look Into Prehistoric Phenomena" was meant to display an average day in the gentle Jurassic era through the eyes of a dinosaur. But Bart's tampering has changed all that, turning the program into the terrible "Dino Bart!" Bart has become Bartasaurus, a warm-blooded dinosaur so tasty-looking that even the plant-eaters are after him. Velociraptors, Triceratops, Pterodactyls, Sauropods, insects and even some anachronistic cave-people are there, and they're all in hot pursuit — licking their lips, horns and mandibles in anticipation of a lunch time snack! Don't let the raging reptiles get a bite of Bart, or he's one diminished hors d'oeuvre! And as if that wasn't enough, Bartasaurus must also contend with tarpits, falling boulders, streams of lava and oozing radioactive waste! He's definitely on the wrong side of the T-Rex tracks this time. Armed with only his wits, speed and the snap of his tail, Bart must somehow find a way to survive until the ice-age, or he's history! Lucky for him that either jumping on or tail-whipping his tormentors will finish them. Subduing the Stone Age Simpsons uncovers corndog or free life bonuses. If he can pick up a Growl, he can turn the tables, eliminating his enemies and allowing him to escape or attack another day.

DINO BART CONTROLS:

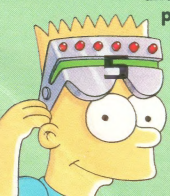




DOOMSDAY BART

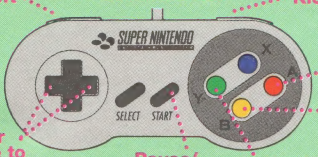
The "Doomsday Bart" program was initially "An Examination of Nuclear Power," a virtual tour of the Springfield Nuclear Power Plant, but Bart's interference has made the reactor core explode, leaving Virtual Springfield a virtual wasteland! Now, with the city gone, the inhabitants are locked in a never-ending struggle for the scarce resources needed for survival. Vicious gang members Jimbo and Kearney, along with Otto the bus driver, have taken over the roads surrounding Springfield, shaking down travellers for their scarce resources.

But of all the warriors in this post-apocalyptic world, there's none more dangerous than Doomsday Bart. With his motorbike, his steel-tipped boots and his Springchester 12 Gauge autoloading balloon launcher, there's nothing that can stop him from getting home in time for Krusty the Clown's post-apocalyptic television program. Except, of course, rocks, cow skulls, wildlife and heavily-armed gang members! But Doomsday Bart's no pushover. A kick from his boots can knock an enemy flat, his balloon-launcher can put them out of commission, and if neither of those work, he can force them off the road! Sometimes, though Bart gets outgunned, and when he does, it's time to peel! When he collects a nitro burst, Bart leaves his troubles behind. That is, if he can catch one! Once collected, a nitro burst will keep Bart burning until he hits an object.



MATT GROENING

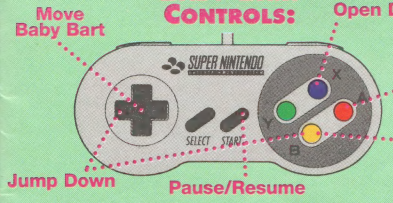
DOOMSDAY BART CONTROLS:



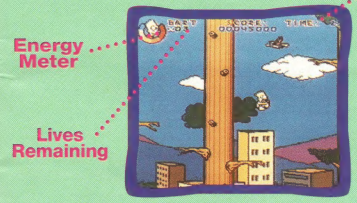
BABY BART

"Child Development Through an Infant's Eyes" was designed to show the intricacies of human development from a child's view. But with "Baby Bart" as its new star, the developments are shocking! When Baby Bart hears an Ice-Cream Truck drive by his window, he goes from nap-time to snack-time in a flash! There's no place Baby Bart won't go to catch that truck, swinging from tree-tops to big-tops, hopping from clotheslines and driving across finish lines! Baby Bart will chase the truck until the ends of the earth, or until Homer can catch him and put him back to bed, whichever comes first. But Baby Bart has some helpful things to help him along — a Diaperchute to slow his falls, and a Pacifier which can pacify even the most savage beast! But beware: the Diaperchute doesn't last long before collapsing. So follow that jingle through the suburban jungle towards the ice-cream truck so Bart can finally get his just Desserts!

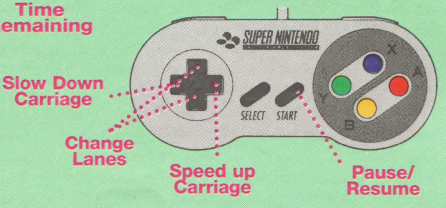
BABY BART CONTROLS:



To flip high into the air, Bart must time his jumps properly, using his momentum. Otherwise, his jump will be low.



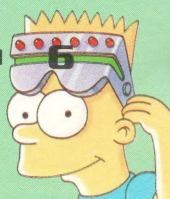
BABY BART CARRIAGE CONTROLS:



MOUNT SPLASHMORE

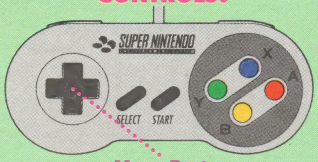
MATT GROENING

Martin had planned to explore fluid dynamics in his program "Advanced Hydrophysics," but thanks to Bart, his scientific triumph has become "Descent Down Mount Splashmore," a butt-squeaking thrill-ride down Springfield's most famous water slide!! Unfortunately, before he can ride the slide, Bart must wait in line. By the time he reaches the front of the huge line, however, the park's about to close! Bart must find his way to the bottom of the slide

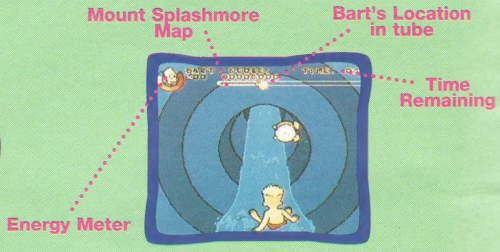


before the park closes, while avoiding the other sliders and objects in the slide. The way can be harrowing, with tricky tubal twists and turns making navigation nearly impossible — a truly difficult descent. Your key to reaching the bottom successfully is the Splashmore Map on your status screen. The indicator starts at the left and slowly works its way across the meter as Bart works his way down Mt. Splashmore. The meter allows you to see where you are on the slide and which direction to take at the next fork. As Bart approaches a fork, the meter will flash the color of the next correct fork to take to reach the bottom. Keep in mind that the closer you get to the bottom, the faster you'll need to react. If you take a wrong turn, you can end up back at the beginning, or, even worse, at a bitter end. Inside the tube, Bart can avoid obstacles by using his momentum to swing up the side of the tube. By picking up clocks in the tube, Bart can gain extra time in which to find the exit, while Blinky the mutant fish will reduce his time remaining. Just remember, speed is still the key! And speed is what you'll get if Bart can grab a boogieboard, body-surfing down the tubes at dangerous velocities! Enjoy the ride, man!

MOUNT SPLASHMORE CONTROLS:

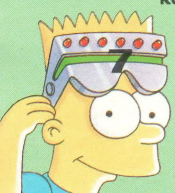


Move Bart



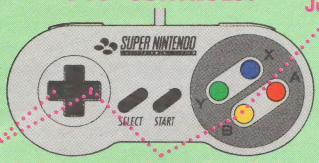
PORK FACTORY BART PIG

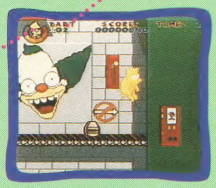
With the newfound popularity of "the other white meat," "The Processed Food Manufacturing Process" was designed to show how pork is prepared for market, from pig to plate, but now it has been turned into "Pork Factory Pig Bart." And believe me, something's not kosher at this pork factory! Always one to hog the spotlight, Bart's become a pig, but unfortunately for him, it's in the literal sense. And it's up to him to rescue his compatriots from the pork factory and escape before anyone squeals on them. But rescuing them won't be easy! In the Cannery, Krusty has installed a high-tech system of locks to keep the pigs penned. To break them out, you must match the right color key to its corresponding lock.Pulling down the key lever will release a key somewhere in the cannery and show its color. You must track it down and use it in the properly-colored lock. Whenever you collect a key, it will be displayed in the upper right of your status area. Once you've escaped Cannery row, it's into the Freezer, where a clutch of Krusty's clowns are trying to turn Bart and his pig pals into Porksicles. To rescue them, Bart must find where the pigs are being frozen, push them onto the plunger, and propel them onto the hooks and to the parking lot. He must free five before Freezing Frank Frosty finishes him forever! Surviving that, in the Smokehouse, he'll have to keep his rinds out of the vat to avoid getting smoked! And finally, he'll casually confront the corporate fat-cats! Throughout the factory, Krusty's clown workers are trying to bring home the bacon, and aren't about to risk their jobs by letting even one captive escape! They're out to make chop soooo-eeey out of Bart, coming after him with electric pig-prods, mallets and other weapons. The swine! But if Bart can work his way through the factory saving every last pig and escape himself, he'll be happier than a pig in slop.



MATT GROENING

Pork Factory Bart Pig Controls:

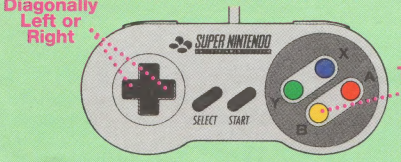


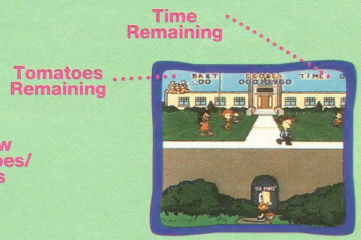


VIRTUAL CLASS PICTURE

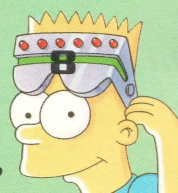
"Virtual Class Picture" was meant to show the virtual learning environment of the future by recreating Mrs. Krabappel's fourth grade class on the computer. But Bart's fooling has made his computer-generated classmates into virtual sitting ducks. Or more accurately, walking ducks. It's class picture day, and Bart's got a pail of rotten tomatoes ready for launching! Shielded from view, Bart's got a clear shot at his entire class, from Sherri and Terri to the source of his virtual troubles, Martin Prince! Your meter will diplay your supply of ammunition. It's ready, aim, fire, but watch who you hit. Your classmates are fair game, but if Principal Skinner, Mrs. Krabappel, Chief Wiggum or Groundskeeper Willie catch you hitting them, the game's up. Of course if they're not watching... For a "successful" class photo, be sure to hit everyone before you run out or before school starts. If you can nail everyone, they'll reschedule the picture for another day, giving you another chance to wreak havok, this time with a bucket of eggs! So start tossing! Last one left is a rotten egg!

Virtual Class Picture Controls:





When you press the B BUTTON, you will see a yellow line cross the street into the schoolyard and move towards the school. This bar represents the depth to which Bart will throw when the B BUTTON is pressed a second time. For example, if you press the button two times quickly, the aim bar will not have time to travel very far, and the throw will be short. If the button is pressed with a greater delay, the aim bar has time to travel further, and the throw will be deeper. Therefore, try to match the depth of the line with the depth of Bart's classmates. Keep in mind, however, that once the bar reaches the limit of Bart's throwing range, it will disappear, and Bart must press the button to send it out again. Also, Bart can throw diagonally left or right by pressing the CONTROL PAD LEFT or RIGHT when the B BUTTON is pressed the second time.



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